

I claim:

Claims 1 - 58 (cancelled)

Claim 59 (previously presented) A game system comprising:

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- (a) a video game apparatus having a first processor for executing at least a first game program that generates first picture data representing a portion of a 3-dimensional simulated game world including a first player character viewed from a variable first viewpoint, the player character having a plurality of body parts for display on a video display;
 - (b) a first manipulatable control device for controlling movement of said body parts of said first player character;
 - (c) a portable game system having a discrete display device for displaying variable pictures and other images and having a second processor for executing at least a second game program that receives game data transferred from said first processor;
 - (d) said second processor generating second picture data representing a portion of said simulated game world including a second player character having a plurality of body parts viewed from a second variable viewpoint for display on said display device in said portable game system; and
 - (e) a second manipulatable control device for controlling movement of the body parts of said second player character.

60 (previously presented) The game system of claim 59, wherein said first and second control devices are housed in the same controller.

61 (previously presented) The game system of claim 59, wherein said first and second control devices are housed in said portable game system.

62 (previously presented) The game system of claim 59, wherein said first and second player characters are the same character.

C) 63 (previously presented) The game system of claim 59, wherein said body parts comprise articulated fingers that are controlled by at least one manipulatable control device.

cont 64 (previously presented) The game system of claim 59, further comprising at least one manipulatable control device for selecting viewpoints from which said player characters are viewed.

65 (previously presented) The game system of claim 59, wherein said display device displays a map of at least a portion of said game world.

66 (currently amended) The game system of claim 59, further comprising a manipulatable control device for enlarging and reducing a selected area of said game world for display on said display device.

67 (previously presented) The game system of claim 59, further comprising a plurality of said portable game systems, each displaying said simulated game world from a different variable viewpoint.

68 (previously presented) The game system of claim 59, wherein said first game program is stored on a program/data storage disk and wherein said video game apparatus reads said first game program from the storage disk.

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69 (currently amended) The ~~method~~ game system of claim 59, wherein said second game program is stored in a program memory cartridge that is manually removable from said portable game system.

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70 (currently amended) The ~~method~~ game system of claim 59, wherein at least a portion of said second game program is stored on a program/data storage disk and wherein said video game apparatus reads said portion of the second game program from the storage disk and transfers the second game program portion to said portable game system for execution in said second processor.

71 (currently amended) The ~~method~~ game system of claim 59, wherein said discrete display device is a liquid crystal display (LCD) device.

Claims 72 - 207 (cancelled)

208 (new) A video game system comprising:

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- (a) first data storage locations for storing first picture data representing plural body parts of a player-controlled character depicted from a variable 3-dimensional viewpoint in a simulated 3-dimensional game world;
 - (b) a first game processing system having a first microprocessor cooperating with a graphics coprocessor for executing a first game program to generate said first picture data for display on a first display device and to generate game control data for transmission through a data transmission link to a separately housed independently operable second game processing system;
 - (c) second data storage locations in said second game processing system storing second picture data representing plural body parts of a player-controlled character depicted from a variable 3-dimensional viewpoint in a simulated 3-dimensional game world; and
 - (d) said second game processing system having a second microprocessor for executing a second game program in accord with said transmitted game control data to generate said second picture data for display on a second display device.

209 (new) The game system of claim 208, wherein said second game program causes said second game processing system to detect whether a player-controlled character is in a predetermined display state, and for modifying a 3-dimensional viewpoint for display on said second display device if said predetermined display state is detected.

210 (new) The game system of claim 209, wherein said modified viewpoint results in display of the 3-dimensional world on one of said display devices from a subjective viewpoint near the head of one of said player-controlled characters.

211 (new) The game system of claim 209, wherein said predetermined display state is defined by the current position of a body part of one of said characters contacting the current position of another object in said 3-dimensional world.

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212 (new) The game system of claim 209, wherein said predetermined display state is defined by the current position of a body part of one of said characters being distant from the current viewpoint and said modified viewpoint results in an enlarged depiction of the character's body part on one of said display devices.

213 (new) The game system of claim 212, wherein said body part is one of the character's hands.

214 (new) The game system of claim 209, wherein said modified viewpoint is near a hand of the character.

215 (new) The game system of claim 209, wherein said predetermined display state is defined by a character's current position being outside of the current display frame on one of said display devices.

216 (new) The game system of claim 208, wherein said first game program causes said first game processing system to detect whether a player-controlled character is in a predetermined display state, and for modifying a 3-dimensional viewpoint for display on said second display device if said predetermined display state is detected.

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217 (new) The game system of claim 216, wherein said predetermined display state is defined by the current position of a body part of one of said characters contacting the current position of another object in said 3-dimensional world.

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218 (new) The game system of claim 208, wherein said second display device is a liquid crystal display (LCD) device.

219 (new) The game system of claim 208, wherein during a portion of the game said first picture data and said second picture data are substantially the same and result in substantially the same pictures being displayed on said first and second display devices.

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220 (new) For use in a video game system having a first game processing system in which a first microprocessor cooperates with a graphics coprocessor to execute a first game program, and a separately housed second game processing system having a second microprocessor for executing a second game program, a method of operating said video game system comprising the steps of:

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- (a) generating first picture data in said first microprocessor and said coprocessor that represent a simulated 3-dimensional game world in which plural body parts of a player-controlled character are depicted from a first 3-dimensional viewpoint in the simulated game world;
 - (b) generating game control data in said first microprocessor for transmission through a data transmission link to said second microprocessor; and
 - (c) generating second picture data in said second microprocessor in accord with said transmitted game control data, the second picture data representing a simulated 3-dimensional world in which plural body parts of a player-controlled character are depicted from a second 3-dimensional viewpoint for display on a discrete display device attached to said second game processing system, said second viewpoint being selected by manipulation of at least one control member in a handheld controller.

221 (new) The method of claim 220, further comprising the step of detecting whether a player-controlled character is in a predetermined display state, and for modifying said second viewpoint if said predetermined display state is detected.

222 (new) The method of claim 221, wherein said predetermined display state is defined by one of said character's current position being outside of the current display frame on said discrete display device.

223 (new) The method of claim 221, wherein said predetermined display state is defined by one of said characters contacting another object in said 3-dimensional world displayed on the discrete display device.

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224 (new) The method of claim 221, wherein said predetermined display state is defined by one of said characters grasping another object in said simulated 3-dimensional world displayed on the discrete display device.

225 (new) The method of claim 221, wherein said predetermined display state is defined by the current position of a body part of one of said characters being distant from the current viewpoint and said modified viewpoint results in an enlarged depiction of the character's body part on said discrete display device.

226 (new) The method of claim 225, wherein said body part is one of the character's hands.

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227 (new) The method of claim 220, wherein said modified viewpoint results in display of the 3-dimensional world on said discrete display device from the subjective viewpoint of one of said characters from near the head of the character.

228 (new) The method of claim 220, wherein said modified viewpoint is near a hand of the character.

229 (new) For use in a video game system comprising a first game system having a first microprocessor and a cooperating graphics coprocessor that execute a first game program, and a separately housed independently operable second game system having a second microprocessor that executes a second game program, a method of operating said video game system comprising the steps of:

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- (a) generating first picture data in said first microprocessor that simulates a first 3-dimensional game world in which a player-controlled object having plural body parts is depicted from a first 3-dimensional viewpoint in the simulated game world for display on a first display device;
 - (b) generating game control data in said first microprocessor for transmission through a data transmission link to said second microprocessor in said second game system; and
 - (c) generating second picture data in said second microprocessor in accord with said transmitted game control data to simulate a second 3-dimensional game world in which said player-controlled object having plural body parts is depicted from a second 3-dimensional viewpoint for display on a second display device in response to detection of a predetermined condition.

230 (new) The method of claim 229, wherein said predetermined condition is a body part of said player-controlled object contacting another object in said second simulated 3-dimensional game world.

231 (new) The method of claim 229, wherein said predetermined condition is said player-controlled object moving away from a second object in said simulated 3-dimensional game world displayed on one of said display devices. .

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232 (new) The method of claim 229, wherein said predetermined condition is the current position of said player-controlled object being distant from the current viewpoint and said second viewpoint results in an enlarged depiction of the object on one of said display devices.

233 (new) The method of claim 229, wherein during a portion of the game said first picture data and said second picture data are substantially the same and result in substantially the same pictures being displayed on said first and second display devices.

234 (new) In a video game system comprising a first game apparatus having a first processor and a data storage device reader, and a second game apparatus having a second processor and a discrete display device and manipulatable control members, a method of operating said video game system comprising the steps of:

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- (a) reading digital graphics data from said data storage device;
 - (b) executing a first game program in said first processor to generate from said graphics data a first picture data portion representing a first player-controlled character having plural body parts in a simulated 3-dimensional game world;
 - (c) generating a picture signal from said first picture data for display of said first character and simulated game world on a display device;
 - (d) generating game data in said first game apparatus to specify at least one variable in the game;
 - (e) transferring said game data from said first processor through a data transmission link to said second processor;
 - (f) executing a second game program in said second processor to process at least one variable specified in said transferred game data to generate second picture data representing a second player-controlled character having plural body parts in a simulated 3-dimensional game world; and
 - (g) displaying said second picture data as moving pictures on said discrete display device in said second game apparatus.

235 (new) The method of claim 234, wherein said data storage device is a data storage disk.

236 (new) The method of claim 234, further comprising the steps of:

- (g) storing said second game program in said first game apparatus;
and
- (h) digitally transferring said second game program from said first game apparatus to said second game apparatus for execution in said second processor.

237 (new) The method of claim 234, further comprising the steps of:

- (g) digitally reading said second game program from said data storage device into said first game apparatus; and
- (h) digitally transferring said second game program from said first game apparatus to said second game apparatus for execution in said second processor.

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238 (new) The method of claim 234, wherein said first game program is stored on said data storage device and wherein said first game apparatus reads said first game program from the data storage device into said first game apparatus for execution in said first processor.

239 (new) The method of claim 234, wherein said second game program is stored in a program memory cartridge that is manually removable from said second game apparatus.

240 (new) The method of claim 234, wherein movements of at least one of said player-controlled characters are controlled by manipulation of a control unit connected to said first game apparatus.

241 (new) The method of claim 234, wherein movements of at least one of said player-controlled characters are controlled by manipulation of at least one of said control members in said second game apparatus.

242 (new) The method of claim 234, wherein one of said control members is a touch sensitive device.

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243 (new) The method of claim 234, wherein said transferred game data specifies a variable direction of movement in said simulated game world of at least one of said body parts of said second player-controlled character.

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244 (new) The method of claim 234, wherein said transferred game data specifies a variable location in said simulated game world of at least one of said body parts of said second player-controlled character.

245 (new) The method of claim 234, wherein said transferred game data specifies any of the following variables: operation code, size factor, object identifier, character identifier, picture identifier, unit identifier, or other variable.

246 (new) The method of claim 234, wherein said discrete display device is a liquid crystal display (LCD) device.

247 (new) The method of claim 234, wherein said transferring step transfers said game data through a data transmission link that is partly wireless.

248 (new) The method of claim 234, further comprising the step of transferring third picture data from said first game apparatus to said second game apparatus.

CS 249 (new) The method of claim 234, wherein said first and second player-controlled characters are substantially the same character.

cont 250 (new) The method of claim 234, wherein said body parts are articulated and bendable under control of at least one manipulatable control member.

251 (new) The method of claim 234, wherein said body parts comprise articulated fingers that are controlled by at least one manipulatable control member.

252 (new) The method of claim 234, wherein said body parts comprise arms, legs, hands, fingers, head, face, eyes, mouth, and other body parts.

253 (new) The method of claim 234, further comprising the steps of generating picture data enlarging and reducing a selected area of said game world for display on said discrete display device under control of at least one manipulatable control member.

254 (new) The method of claim 234, wherein at least one of said player-controlled characters is a human-like character.

C) 255 (new) The method of claim 234, wherein at least one of said player-controlled characters is a non-human character.

cont 256 (new) The method of claim 234, wherein said step of generating a picture signal in said first game apparatus generates a video signal for display of said first picture data on a raster display device.

257 (new) The method of claim 234, wherein said second game apparatus is a portable game system having a plurality of manually operative control members that cause said second processor to generate control data and to transfer the control data to said first processor, so as to control generation of said first picture data.

258 (new) In a game system comprising a first game apparatus having a first processor and a data disk reader, and an independently operable second game apparatus having a second processor and a discrete display device, a method of operating said game system comprising the steps of:

- (a) reading a first game program and game data from a program/data storage device into a first data memory in said first game apparatus;
- (b) executing said first game program in said first processor to generate first picture data representing a first player-controlled object having plural body parts in a simulated 3-dimensional game world for display on a first display device;
- (c) digitally transferring game control data that specifies at least one variable from said first processor through a data transmission link to a second data memory in said second game apparatus;
- (d) executing a second game program in said second processor to generate second picture data representing a second player-controlled object having plural body parts in a simulated 3-dimensional game world in accordance with at least one variable specified in said transferred game control data; and
- (f) displaying said second picture data as moving pictures on said discrete display device on said second game apparatus.

259 (new) The method of claim 258, wherein said transferring step transfers said game control data through a data transmission link that is partly wireless.

260 (new) The method of claim 258, wherein said first and second player-controlled objects are substantially the same object.

261 (new) The method of claim 258, wherein said body parts are articulated and bendable under control of at least one manipulatable control member.

262 (new) The method of claim 258, wherein said body parts comprise articulated fingers that are controlled by at least one manipulatable control member.

263 (new) The method of claim 258, wherein said body parts comprise arms, legs, hands, fingers, head, face, eyes, mouth, and other body parts.

264 (new) A video game system comprising:

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- (a) a disk reader for digitally reading first and second game programs from a program/data storage disk into a first data memory;
 - (b) a first processor for executing said first game program that generates first picture data representing a portion of a simulated 3-dimensional game world comprising a first player-controlled character having plural body parts for display on a video display device;
 - (c) a first manipulatable control device for generating first control data for causing said first processor to modify said first picture data to represent motion of said first character;
 - (d) a data transmission link for transferring game data from said first processor to a separately housed and independently operable portable game system;
 - (e) said portable game system having a discrete display device for displaying variable images, having a second processor for executing program instructions, and having a second manipulatable control device for generating second control data;
 - (f) second data memory in said said portable game system for storing said transferred game data, data representing plural body parts of a second player-controlled character, and data representing motion of said body parts;
 - (g) third data memory in said said portable game system for storing a third program of instructions for execution in said second processor to process said transferred game data and said data representing plural body parts and said data representing motion of said body parts to generate second picture data representing

said second character moving in a portion of a simulated 3-dimensional game world in accord with said transferred game data;

- (h) data memory in said said portable game system for storing said second picture data for display on said discrete display device; and
- (i) a second manipulatable control device for generating second control data for modifying said data representing motion of said second character body parts.

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265 (new) The game system of claim 264, wherein said first processor executes said first game program and transfers said second game program from said first data memory to said third data memory for execution as said third program in said second processor in said portable game system.

266 (new) The game system of claim 264, wherein said first and second control devices are housed in the same controller.

267 (new) The game system of claim 264, wherein said first and second control devices are housed in said portable game system.

268 (new) The game system of claim 264, wherein said first and second characters are substantially the same character.

269 (new) The game system of claim 264, further comprising a program memory cartridge that is manually removable from said portable game system for storing at least a portion of said second game program.

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270 (new) The game system of claim 264, wherein said discrete display device is a liquid crystal display (LCD) device.

271 (new) The game system of claim 264, wherein at least one of said control devices causes said second processor to transfer control data to said first processor to control generation of said first picture data.

272 (new) For use in a first game system having a first microprocessor for executing a first game program and for use in a separately housed second game system having a second microprocessor for executing a second game program, a portable data storage device for controlling the operation of said first and second game systems comprising:

a digital memory medium for storing video game programs and graphics data;

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said video game programs including instructions that cause said first microprocessor to generate picture data from said graphics data that represents a player-controlled object having plural body parts depicted from a first 3-dimensional viewpoint in a first simulated 3-dimensional world for display on a first display device;

said video game programs including instructions that cause said second microprocessor to generate picture data from said graphics data that represents a player-controlled object having plural body parts depicted from a second 3-dimensional viewpoint in a second simulated 3-dimensional world for display on a second display device; and

said video game programs including instructions that cause said first microprocessor to transmit game control data to said second microprocessor to cause said second microprocessor to execute program instructions that modify the displayed viewpoint in said second simulated 3-dimensional world, said modified viewpoint being determined by at least one control member in a handheld controller being manipulated by a player.

273 (new) The portable storage device of claim 272, wherein said first and second simulated 3-dimensional worlds are substantially the same world.

274 (new) The portable storage device of claim 272, wherein said memory medium further includes program instructions for causing said first microprocessor to detect a predetermined condition, and program instructions for causing transmission of control data to said second microprocessor to cause said second microprocessor to execute program instructions that modify the viewpoint from which said second simulated 3-dimensional world is displayed on said second display device if said predetermined condition is detected.

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275 (new) The portable storage device of claim 274, wherein said predetermined condition is defined by one of said player-controlled objects contacting another object in at least one of said 3-dimensional worlds.

276 (new) The portable storage device of claim 274, wherein said predetermined condition is defined by one of said player-controlled objects being manually controlled to enter a predetermined area in at least one of said 3-dimensional worlds.

277 (new) The portable storage device of claim 272, wherein said memory medium is an optically coded disk.
